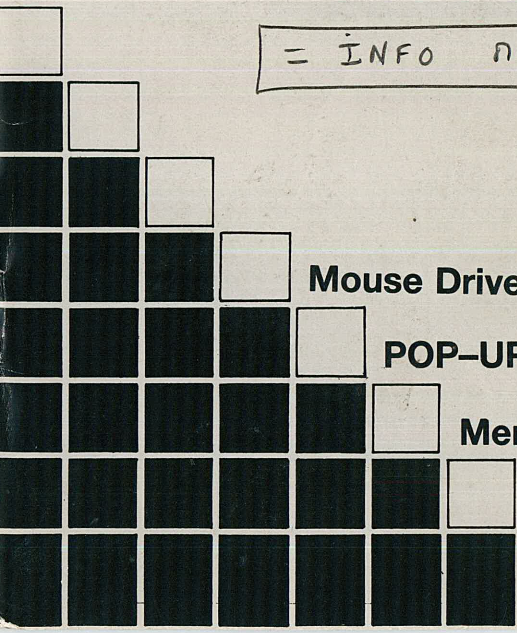
# MOUSE

## USER MANUAL

= INFO MOUSE



**Mouse Driver**

**POP–UP Menu**

**Menu Generator**

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# INTRODUCTION

## About The Mouse:

## Welcome to the world of "Mouse"!

The Mouse, when used with mousebased software (not included), is a pointing device. When you use it, you will see an icon or another type symbol (such as an arrowhead) on the display device (monitor or TV screen) that is connected to your personal computer. The icon will move on the screen according to the Mouse movement. Usually you move the Mouse to move the icon to where you want something done, then press the specific button as defined by your mousebased software (refer to the software operating manual). The use of the Mouse will substantially reduce the amount of keyboard inputs required to operate many programs.

One of the most useful uses for the Mouse is as a graphic tool. Try to draw a circle on the screen using the cursor control keys on the keyboard. And you'll regret that you ever started. Now use the Mouse as your tool, just draw a circle on the table and a circle appears on the screen. With this example you can quickly understand the advantage of the Mouse.

The buttons are simply switches that work by pressing one momentarily or holding it down for a period, or sometimes by pressing more than one button in combinations. The function of each button or combination depends on your software program that controls the Mouse. In general, once you have moved the icon to the desired location on the screen, one of the Mouse buttons is pressed to select the item that the icon is touching.

# PACKAGE CONTENTS

1. The USER MANUAL
   The user manual is a guide and detailed documentation regarding Mouse operation.
2. The Mouse
   Thè Mouse with a six feet cable attached. The end of the cable is terminated with a D type connector. (Serial mouse) or 6 pin MINI DIN connector ( PS/2 mouse )
3. The silicone rubber coated ball.
4. One Floppy diskette containing:

    1) Testing program: TEST. EXE.
    2) Mouse, Driver : IMOUSE. COM
    3) Programing information : INFO. DOC
    4) Menu Generator: IGEN. EXE
    5) Menu library

5. 25/9 Pin adapter (option).
6. Dr. Halo plus software (option).
7. Mouse pad (option).
8. Mouse pocket (option).

# FEATURES

This Mouse has several features that make it an excellent choice for your graphics and digitizing applications.

## Compatibility

| | MUS02 | MUS08 | MUS0A | | |
|---|---|---|---|---|---|
| Micrososft Serial Mouse | ✓ | | | | |
| Microsoft Serial Mouse | ✓ | | ✓ | | |
| IBM PS/2 Mouse | | ✓ | | | |
| | | | | | |

## No Power Adapter Required

The power source of Mouse is from the RS-232C serial port, and no external power supply is required.

## Dynamic Resolution

The Mouse Could automatically adjust its resolution according to the moving speed. If the Mouse moves faster, then the resolution will also go higher

### Silicone-Rubber Coated Ball

The iron ball is specially coated with silicone-rubber which allows it to glide smoothly on any hard surface without slipping.

### No Pad or Grid Required

The specially coated ball transfers the mouse movement to internal motion encoders without the need of a special grid plate and surface.

### Teflon Footpads

Glides smoothly over any hard surface! Even a regular wood table is good enough!

### Optical Rotary Encoder

The Mouse has an optical rotary encoder wherein the speed is faster, more accurate and more consistent than the type of mouse that uses a mechanical rotary system.

# SYSTEM REQUIREMENTS

## HARDWARE REQUIRED

1. IBM PC™, PC/XT™, PC/AT™, PS/2™, or a computer that is compatible with one of the above.
2. A RS-232C serial interface card with D type connector. (for MUS02 & MUS0A)
3. A monitor that supports Mouse-driven software 〔practically all monitors do.〕
4. Minimum 128 kilobytes of RAM.

## SOFTWARE REQUIRED

1. IBM PC™ disk operation system (DOS) or Microsoft™ DOS.
2. A disk containing a mousebased software program.

IBM PC is the trademark of IBM.
IBM PC/XT is the trademark of IBM.
IBM PC/AT is the trademark of IBM.
Microsoft is the trademark of Microsoft.

# HARDWARE INSTALLATION

Hardware installation is connecting the Mouse to your computer system. There are some precautions, so take care to follow the steps below to assure successful installation.

1. Assemble the Mouse:
   Remove the Mouse from its package.
   On the bottom you will see a ball retaining cover.
   Turn the retaining cover as indicated to open it and lift it out.
   Remove the silicone rubber coated ball from its package.
   Install the ball.
   Then reattach the retaining cover by turning it as indicated on the cover.
2. Turn off all power to your computer and its peripherals.
3. Choose a serial port that is not in use (For example: COM. 1 or COM. 2)
4. If you have a serial mouse, plug in your mouse connector at the unused serial port. If you are using a PS/2 mouse (MOS08), plug in your mouse connector at the mouse port.
5. After plugging in the connector, secure the mouse connector by tightening the screws at the sides.
6. Place the Mouse on a flat, dry, clean surface.
7. You are how ready for hardware installation.

# MODE SELECTION

The Mouse ( MUS-02 ) has a slide switch on the buttom to select the Mouse System mouse mode or the Microsoft Mouse Mode.

Moving the switch to the "3 key" position, then the Mouse will enter into the Mouse System Mouse mode. Moving the switch to the "2 key" position, the Mouse will enter into the Microsoft Mouse mode. You can change mode without inconventent rebooting of system.

# SOFTWARE INSTALLATION

Now that you have installed the Mouse hardware you will need to advise the computer which port is connected to the Mouse and what kind of mouse it is. The software installation procedure is completely dependent on the program being used. In general, you will find an INSTALL or SETUP or CONFIG or MOUSE program that permits you to modify certain characteristics of a given program. In some cases, the software program will ask for the name of Mouse. This will properly identify the type of this Mouse so the program will know how to interact with it.
Some application programs which are mouse-based software but without mouse driver built-in internally, like PC PAINT, GEM,Microsoft Word...etc. Before running these kinds of programs, you must install the mouse driver by typing "**IMOUSE**"

**NOTE:**

The following mouse parameters are optional for IMOUSE driver:

1) Resolution (/m)

Resolution refers to the number of mouse counts. A higher number will slow

down the cursor movement across the screen. A lower number will speed up the movement.
IMOUSE driver can be set from 1 to 4;
m=any number from 1 to 4.
Choose the desired value for the application software by typing the following command: **IMOUSE /m**

(if you eliminate "/m" parameter, the default value of m will be set to 1)

2) Communication port (n):
The communication port refers to the two serial ports on the host computer. The Mouse can be set to either one of the two communication ports. (COM 1 or COM 2).
The command format is: **IMOUSE n**
If you install it at COM 2. type the command: **IMOUSE2**

(if you eliminate "n" parameter, the default value of n will be set to 1)

3) Resolution and Communication port (/m n)

You can choose the resolution and the communication port at the same time.
Type the command: **IMOUSE /m n**
(in this command, m is the resolution parameter and n is the communication port parameter)

# TEST

This Mouse has been designed to be trouble-free. But we also provide a simple test program (TEST. EXE) to verify that the Mouse is working properly.

## Follows these steps:

1. Insert the attached disk into driver A.

2. Key-in "A: TEST" and then press ENTER key.
3. After selecting the communication port, you will see a test program on the monitor screen. There is a "♬" symbol in the center of the screen. On the right-lower corner of the screen, you will find a block where the present x-axis and y-axis positions of the "♬" is displayed.
4. Try to move the Mouse any direction you like, the "♬" will move on the screen accordingly.
5. Now press the Mouse buttons randomly. The three section rectangular image in the center of the screen will indicate which buttons you have activated.
6. To exit the test program, just move the cursor to the quit box, located on the left-lower corner, and then press the left button only.
7. Now you have exited from test program to DOS system.

# LIST OF DRIVER FUNCTION CALLS

The following functions provided by IMOUSE. COM are compatible with MICROSOFT Mouse driver functions. These functions will be described in greater detail in a file named "INFO DOC" on floppy diskette that came with this Mouse.

| **FUNCTIONS** | **FUNCTION NUMBER** |
|---|---|
| Mouse Initialization | 0 |
| Show Cursor | 1 |
| Hide Cursor | 2 |
| Get Mouse Position & Button Status | 3 |
| Set Mouse Cursor Position | 4 |
| Get Button Press Information | 5 |
| Get Button Release Information | 6 |

| | |
|---|---|
| Set Minimum & Maximum X Position | 7 |
| Set Minimum & Maximum Y Position | 8 |
| Define Graphics Cursor Block | 9 |
| Define Text Cursor | 10 |
| Read Mouse Motion Counters | 11 |
| Define Event Handler | 12 |
| Light Pen Emulation Mode On | 13 |
| Light Pen Emulation Mode Off | 14 |
| Set Mouse Motion/Pixel Ratio | 15 |
| Conditional Off | 16 |
| Set Double-Speed Threshold | 19 |

# APPLICATION SOFTWARES

Auto CAD, GEM, LOTUS 1-2-3, PC PAINT, PC PAINTBRUSH, DBASE III, WORD STAR, SYMPHONY, MICROSOFT WINDOW, PE, P CAD, e.t.c.

# TROUBLE SHOOTING

Most of the operation problems that may occur with this Mouse fall into one of the two following categories.

1. Symptom: Mouse movement doesn't produce consistent screen icon movement. The icon pauses briefly during movement of the mouse.

   Problem: Not enough contact between tracking ball and optical encoder mechanism.

   Solution: Clean the silicone rubber coated ball, See the section on MAINTENANCE.

2. Symptom: The screen icon remains at one spot on the screen or moves

erratically with large mouse movements.

Problem: Missing or intermittent power supply voltages.

Solution: Check the Mouse cable to see if it has any breaks or sharp bends. Examine the cable closely where it connects to the mouse. If possible, move the mouse to another serial port or another computer to see if the problem is with the mouse or with the interface card.

# MAINTENANCE

1. DO NOT open the Mouse cover or change the internal parts of the Mouse.
2. Care should be taken not to drop the Mouse onto hard surfaces.
3. Use warm water, regular soap or detergent, and a soft sponge or cloth to clean the outside of the Mouse. Do not use chemica or organic solvents. Clean the case and cable of the Mouse as often as you like.
4. Keep the Mouse at room temperature. Avoid placing the Mouse under the sun or in a very hot area.

## Silicone rubber coated ball cleaning procedure:

1. Turn the ball retaining cover located at the bottom of the Mouse, counter-clockwise and lift it up.
2. Lift the ball from the housing case.
3. Clean the ball with warm water and soap; use a soft cloth to dry the surface of the ball thoroughly.
4. Carefully clean the copper rollers located inside the ball recess where the ball fits. It is suggested you use cotton swabs dampened with alcohol for this.
5. Reinstall the ball and retaining cover as instructed on the cover.
6. You should now run your program to ensure your Mouse is working properly.

# SPECIFICATIONS

| | MUS02 | MUS08 | MUS0A |
|---|---|---|---|
| Compatibility | Microsoft & Mouse System | PS/2 MOUSE | Microsoft |
| Interface | Serial | PS/2 mouse port | Serial |
| External Power | Not Needed | Not Needed | Not Needed |
| Resolution | 230 DPI | 230 DPI | 230 DPI |
| Dynamic Resolution | YES | YES | YES |
| Tracking Speed | 600 mm/sec | 600 mm/sec | 600 mm/sec |
| Button | 3 | 2 | 2 |
| Baud Rate | 1200 | | 1200 |
| Cable | 6 Ft. DB-25P | 6 Ft. 6 Pin MINI DIN | 6 Ft. DB-25P |

# FCC INFORMATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference wil not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the computer with respect to the receiver.

Move the computer away from the receiver.

Plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference problems."

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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# INTRODUCTION

## 1–1 What is POP–UP MENU for?

Before mouse and menu-driven software programs came on the market, the user could only edit their files using the keyboard. But now using the software supplied with the Mouse., a large selection of software programs can make use of the user friendly mouse interface.

The mouse was first widely used in the computer drawing packages. Its user friendliness and ease of use made drawing with a computer more efficient and convenient. Now other software packages have been developed which support a mouse interface including different desk top publishing and word processing softwares. The mouse can now be used to move the cursor, select different functions, and even load external files. These features make editing files in a word processor, as convenient and efficient as sketching a picture with a drawing package.

But the advantages of the mouse interface often don't justify the investment in new software and the time needed to learn the new package. What good is a mouse if it won't support the software you're using right now? The POP-UP MENU software included with the Mouse solves this problem. This software expands the capability of the Mouse by allowing it to be used with any word processing or spreadsheet software even if that software does not support a mouse interface.

The POP-UP MENU software includes two different software programs, IPOP. COM and IGEN. EXE . IPOP COM is the program that works along side the word processing or spreadsheet software. IGEN. EXE generates the files needed by IPOP. COM. The following sections of this manual describe the procedures necessary to use the POP-UP MENU software and the Mouse.

**NOTE:**

1. The present version of IPOP and IGEN can only used under the text mode.
2. Supporting Software: software which does not support a mouse interface, such as: Word Star. PE, PE2, PCtools, LOTUS 1-2-3 etc.

## 1–2 System Requirements

Hardware Requirements:

1. Mouse
2. IBM PC, PC/XT, PC/AT or compatible

3. One RS-232C serial port
4. At least 162K Byte of memory for IGEN. EXE ;
5. One 25/9 pin transfer connector if necessary.

Software Requirements:
1. MS-DOS Version 2.0 or later
2. IMOUSE. COM
3. IGEN. EXE
4. IPOP. COM

## 1–3 Specifications

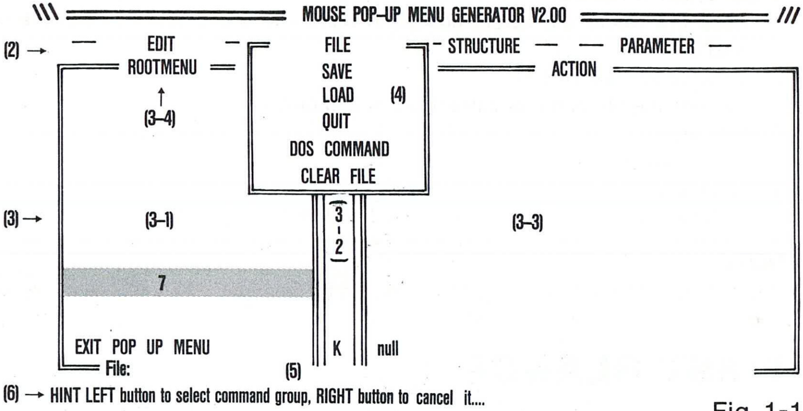
IGEN. EXE:

| | |
|---|---|
| Memory Required: | 162K Bytes |
| Creatable menus: | Up to 20 |
| Selections per menu: | Up to 19 |
| Selection names: | Up to 22 characters |
| Commands per selection | Up to 20 |
| Data File Extension Name | PEU for IGEN. EXE. |

IPOP. COM:

| | |
|---|---|
| Memory Required: | 4K Bytes PLUS DATA FILE |
| Data File Extension Name: | PEL for IPOP. COM |

## 1-4 Screen Construction of Menu Generator


\\\ MOUSE POP-UP MENU GENERATOR V2.00 ///
(2) →
EDIT
FILE
STRUCTURE
PARAMETER
ROOTMENU
SAVE
LOAD
(4)
QUIT
DOS COMMAND
CLEAR FILE
ACTION
↑
(3-4)
(3) →
(3-1)
3-2
(3-3)
7
EXIT POP UP MENU
File:
K
null
(5)
(6) →

HINT LEFT button to select command group, RIGHT button to cancel it....

Fig. 1-1

(1) Program Title

(2) Command Line: The commands for the Menu Generator are grouped into four different groups; Edit File, Structure and Parameter. This line selects which group is to be used.

(3) Menu Blocks:

(3.1) Name Block:

This block is where explanation messages are entered in. This block is also what is displayed when using IPOP. COM.

(3-2) Type Block:

This block indicates each lines Type.

(3-3) Action Block:

This block indicates what commands will be executed when used as the data file of IPOP. COM.

(3-4) Menu Title

(4) Command Windows:

These are where the actual command names of Menu Generator are entered in.

(5) Filename Interactive Box:

Indicates the file name of current Menu Generator file

(6) Hint Line:

On-line help for the user.

(7) Cursor Bar:

Indicates the command to be executed or item to be edited.

**NOTE:**

Read Read. Me before going any further in this manual. This file contains an update notice about this manual.

# FIRST GLANCE

## 2–1 How the POP UP MENU Works

The POP UP MENU allows the user to generate pop up windows that will contain lists of the commands for each different software application. The names of the commands are assignable by the user, allowing the creation of menus that are simple and easy to remember. When the user chooses one of the menu selections, the POP UP MENU automatically executes the control codes for the particular Command. For example, if the user selects PRINT under a menu for WordStar, the POP UP MENU will enter the command to print into WordStar without requiring the user to remember the command

## 2-2 Getting Started

Hardware Installation:

For information regarding hardware installation refer to the Mouse user manual.

Software Installation:

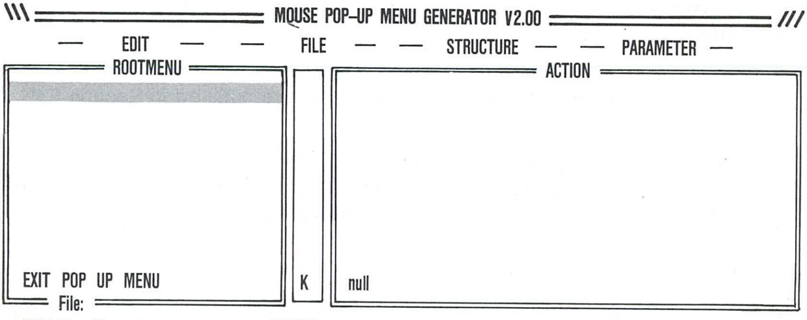
STEP 1:

Type A: IMOUSE.COM with the Mouse System Disk in Drive A: to load the mouse driver. Refer to the Mouse user manual for further details.

STEP 2:

Type A: IGEN.EXE to execute Menu Generator program. MAKE SURE THERE IS AT LEAST 162K BYTES OF MEMORY AVAILABLE BEFORE ATTEMPTING TO LOAD THE MENU GENERATOR.

The following screen should be displayed: (Fig. 2.1)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
ROOTMENU
ACTION
EXIT POP UP MENU
K
null
File:

HINT Move Mouse to move cursor, press RIGHT button to jump to command line

Fig. 2-1

When IGEN. EXE starts, the Cursor Bar will appear in the Name Block. The Cursor Bar can be moved to the Action Block using the mouse. pressing any button on the mouse will move the Cursor Bar to the Command Line above. The Mouse is again used to move the Cursor Bar and the left button on the mouse is used to select the particular option. Pressing the right button will return the Cursor Bar to the Menu Block.

The Name Block contains the name of the command for the particular software application in use. The Action Block contains the control codes for the command. If the Name Block is supposed to have submenus, the Action Block will contain the submenu pointer. The Structure-Enter command is used to switch to a different submenu. When using the menus with IPOP. COM. the messages in the Name Blocks will appear in pop up windows, but the control codes contained in the Action Blocks will no be shown.

## 2–3 Add a Command Item

The following is a procedure for starting a custom menu and adding a command Item to this menu.

STEP 1 :

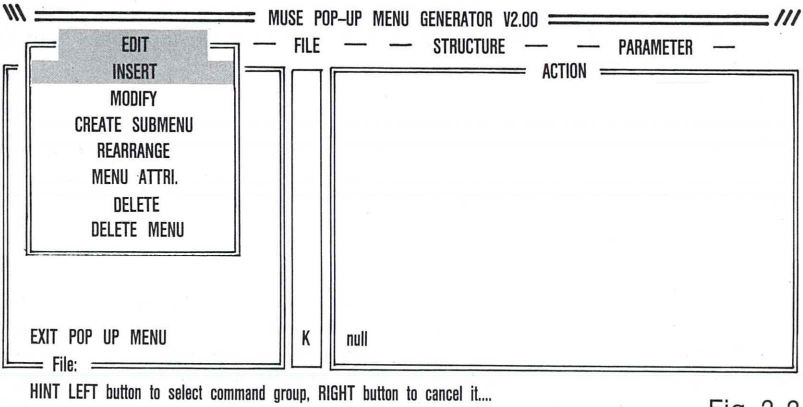
Start the Menu Generator by following the procedure outlined in Section 2.2.

STEP 2 :

Click any of three buttons on the Mouse. The cursor bar should be at EDIT in the Command Line instead of in the Menu Block. By moving the mouse the cursor can be moved among the four different selections of the Command Line.

STEP 3 :

Move the cusor bar to EDIT and click the left button to select it. A window listing all the EDIT commands will be displayed under EDIT. The cursor bar will be positioned at the INSERT item in this window. While in this window moving the mouse will only move the Cursor Bar vertically. (See Fig. 2-2)


MUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
INSERT
MODIFY
CREATE SUBMENU
REARRANGE
MENU ATTRI.
DELETE
DELETE MENU
ACTION
EXIT POP UP MENU
File:
K
null

HINT LEFT button to select command group, RIGHT button to cancel it....

Fig. 2-2

STEP 4 :
Move the Cursor Bar to INSERT (not the CREATE SUBMENU) and click the left button (LEFT BUTTON SELECTS ITEM UNDER CURRENT Cursor Bar). The window and the Cursor Bar on the Command Line will disappear. The Cursor Bar should now be located at the upper left hand region of the Menu Block with an additional cursor inside the Cursor Bar. There should also be a message in the Hint LINE at the bottom of the screen instructing the user to key in

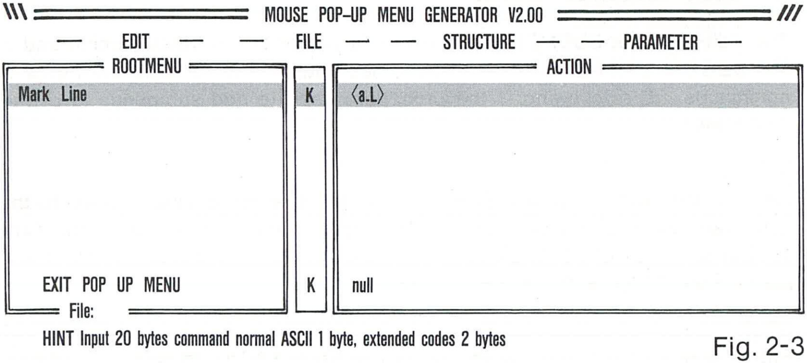
a title of up to 22 characters for the menu entry. The Hint LINE is a simple on-screen assistant which informs the user what action he should take.

STEP 5 :
Enter any title less than 23 characters in length. This title will appear in the pop-up window in the user's software. While entering the title the user may use the arrow keys. HOME. END or DEL keys to move the cursor and to edit.

STEP 6 :
Type "Mark Line" and press Enter. The Cursor Bar will move to the Action Block, and the Type Block will display a "K" representing this is a command item.

STEP 7 :
The Hint LINE at the bottom of the screen instructs the user to key in the control codes for the particular command, up to 20 Bytes in length. For example, in PE2 the mark-one-line command is produced by pressing Alt-L. Entering Alt-L in the Action Block causes the screen to display " ⟨a_L⟩ ". The menu Generator will then record this selection and when this window is selected under PE2. an ALT-L is entered into PE2. (See Fig 2-3)

Step 8 :
After entering the control commands click the right button of the mouse to notify the Menu Generator that the Action Block has been completed. The Cursor Bar should return to the Name Block (See Fig. 2-4).

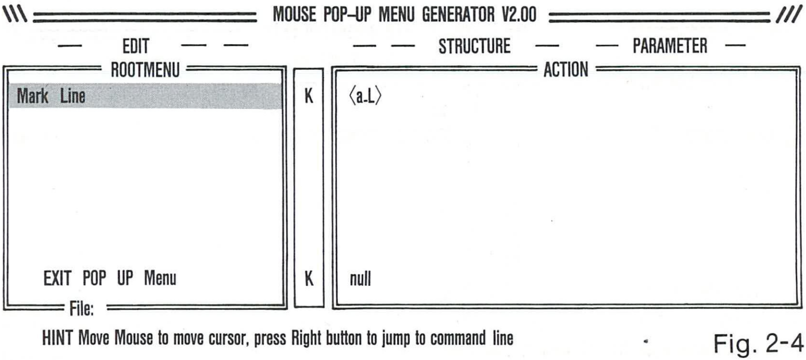

\\\ MOUSE POP-UP MENU GENERATOR V2.00 ///
EDIT
FILE
STRUCTURE
PARAMETER
ROOTMENU
ACTION
File:

Mark Line K ⟨a.L⟩

EXIT POP UP MENU K null

HINT Input 20 bytes command normal ASCII 1 byte, extended codes 2 bytes

Fig. 2-3


\\\ MOUSE POP-UP MENU GENERATOR V2.00 ///
EDIT
STRUCTURE
PARAMETER
ROOTMENU
ACTION
File:

Mark Line K ⟨a.L⟩

EXIT POP UP Menu K null

HINT Move Mouse to move cursor, press Right button to jump to command line

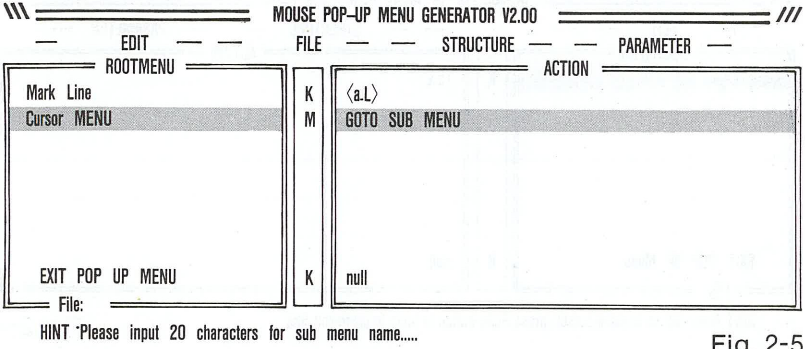
Fig. 2-4

## 2-4 Add another Menu

The Edit-CREATE SUBMENU commands is similar to the MKDIR command in MS-DOS. It enables the user to build separate menus for different types of commands. The following is the procedure used to add submenus to a particular menu.

STEP 1 :
Use the mouse to move the Cursor Bar to the Command Line. Move to the EDIT item and click the left button to display the edit window. Move the Cursor Bar to the CREATE SUBMENU item and click the left button to select and execute the CREATE SUBMENU command.

STEP 2 :
Enter "Cursor Menu" in the Name Block and press ENTER to finish the editing. The Type Block should display an "M" indicating this is a menu item. (See Fig. 2-5)

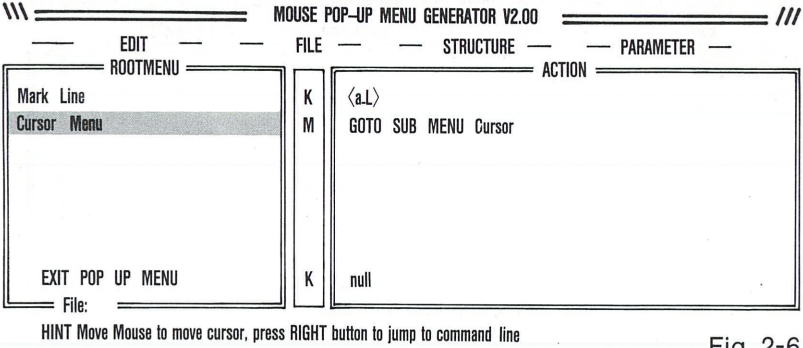


| ROOTMENU | | ACTION |
|---|---|---|
| Mark Line | K | 〈a.L〉 |
| Cursor MENU | M | GOTO SUB MENU |
| EXIT POP UP MENU | K | null |

HINT :Please input 20 characters for sub menu name.....

Fig. 2-5

STEP 3 :
The message "GOTO SUB MENU" should be displayed in the Action Block, with the cursor at the end. Enter a submenu name up to 20 characters in length and press ENTER to finish. And type in "Cursor" as the submenu name. The screen should be like this: (see Fig. 2-6)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
ROOTMENU
ACTION
File:

Mark Line
Cursor Menu
EXIT POP UP MENU

K
M
K

⟨a.L⟩
GOTO SUB MENU Cursor
null

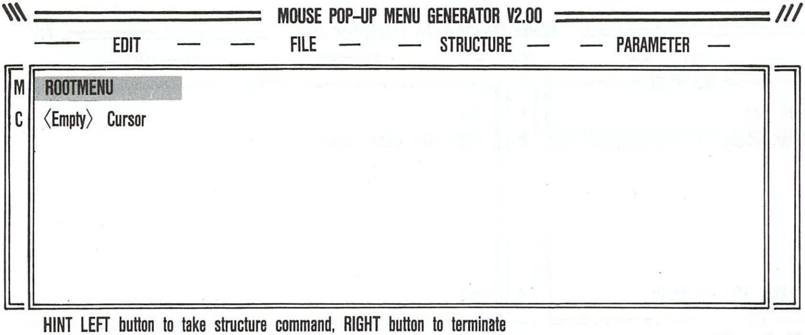
HINT Move Mouse to move cursor, press RIGHT button to jump to command line

Fig. 2-6

## 2–5 Moving between menus

The STRUCTURE function will work only after there has been more than one submenu added to the menu. This command is used to switch from the RootMenu to Submenus or from a Submenu back to the RootMenu. This command is quite similar to the CHDIR command in DOS. The following procedure should be followed when using the STRUCTURE command to design a menu.

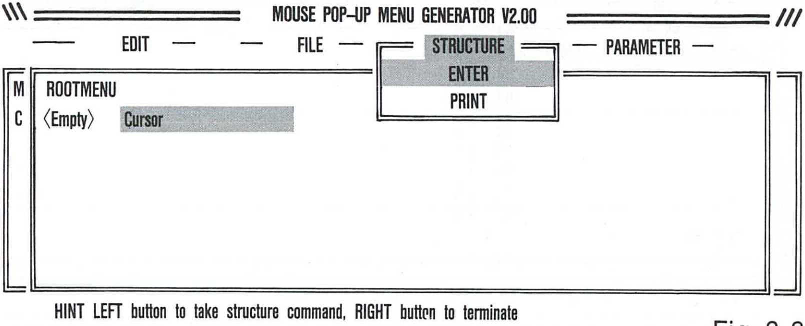
STEP 1:
press any button of the mouse to move the Cursor Bar to the Command Line. Move the Cursor Bar to STRUCTURE and press the left button again. A new window should appear on the screen. (see Fig. 2-7)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
M
C
ROOTMENU
⟨Empty⟩ Cursor

HINT LEFT button to take structure command, RIGHT button to terminate

Fig. 2-7

STEP 2:
You should see the message "‹Empty›" in front of the name of the submenu it there has still been nothing entered into that menu. Use the mouse to position the Cursor Bar at the name of the Submenu or RootMenu that you wish to switch to and press the left mouse button. Choosing Submenu Cursor should cause the screen in Fig. 2-8 to be displayed.

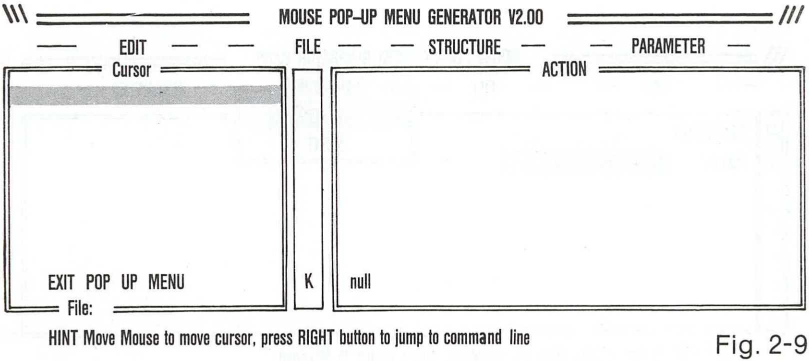

MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
ENTER
PRINT
M
C
ROOTMENU
〈Empty〉
Cursor

HINT LEFT button to take structure command, RIGHT button to terminate

Fig. 2-8

STEP 3:

Another window should appear below the STRUCTURE command and the Cursor Bar should be positioned on top of the ENTER option in this window. Press the left mouse button to select this Submenu. A new screen for editing the Submenu should appear. The name of this submenu should appear at the top of the Name Block where ROOTMENU appeared before. More commands can be entered under this Submenu using the EDIT command.(See Fig. 2-9)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
Cursor
ACTION
EXIT POP UP MENU
K
null
File:

HINT Move Mouse to move cursor, press RIGHT button to jump to command line

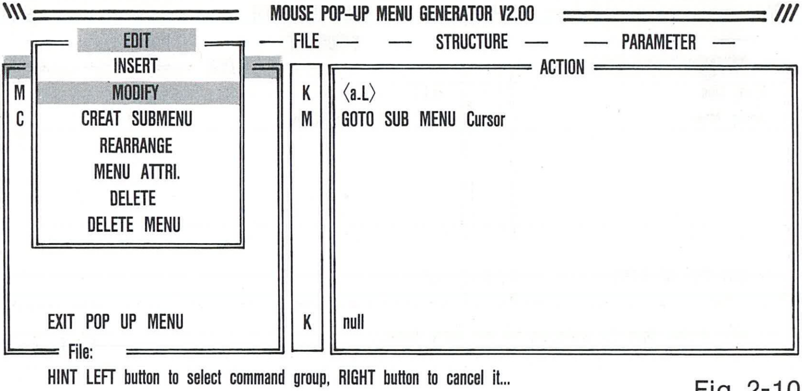
Fig. 2-9

## 2–6 Naming the Menu

While in the ROOTMENU or Submenu, the user is able to assign a custom name to each menu. The following is the procedure for naming a Menu.

STEP 1:
Move the Cursor Bar to the location of the menu title, the top of the Name Block, and press the left or right mouse button. Another Cursor Bar should appear in the Command Line on the EDIT command.

STEP 2:
Press the left mouse button again to select the EDIT command. A window should appear below the EDIT command and use the mouse to position the Cursor Bar on the MODIFY command and press the left mouse button. (See Fig. 2-10)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
— FILE —
— STRUCTURE —
— PARAMETER —
INSERT
MODIFY
CREAT SUBMENU
REARRANGE
MENU ATTRI.
DELETE
DELETE MENU
ACTION
M
C
K
M
K
⟨a.L⟩
GOTO SUB MENU Cursor
null
EXIT POP UP MENU
File:

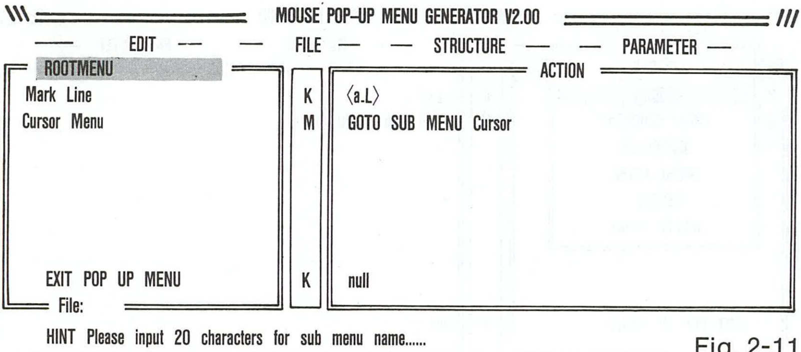
HINT LEFT button to select command group, RIGHT button to cancel it...

Fig. 2-10

STEP 3:
The EDIT command window will disappear and a cursor will appear in the Cursor Bar over the title of the Name Block. When you are going to assign a custom name to one submenu, the menu title will be adjusted to the left. And the tailing spaces will be blanked. ( See Fig 2-11 )

STEP 4:
Don't worry about the position where the menu title is displayed, just type the new title name over the old title name. (see Fig. 2-12)

STEP 5:
Press enter when you finish. And the new menu title name will be adjusted to center position. (see Fig. 2-13)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
ACTION

ROOTMENU

Mark Line — K — 〈a.L〉

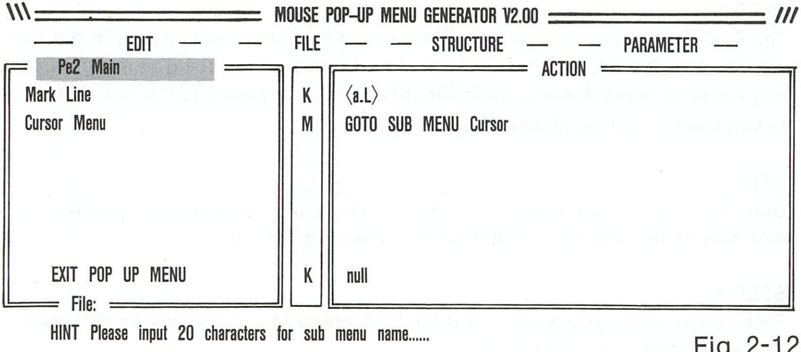
Cursor Menu — M — GOTO SUB MENU Cursor

EXIT POP UP MENU — K — null

File:

HINT Please input 20 characters for sub menu name......

Fig. 2-11


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
ACTION

Pe2 Main

Mark Line — K — 〈a.L〉

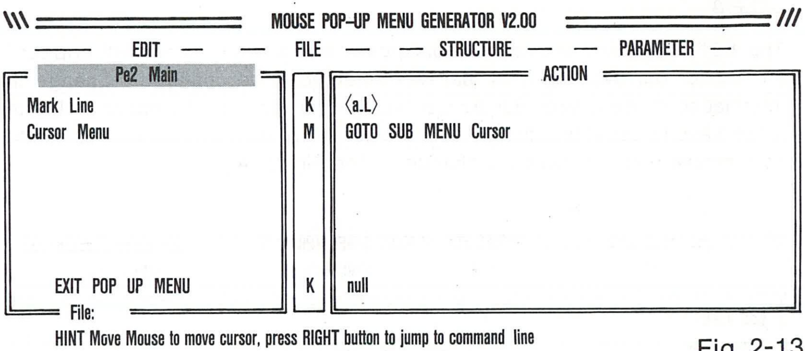
Cursor Menu — M — GOTO SUB MENU Cursor

EXIT POP UP MENU — K — null

File:

HINT Please input 20 characters for sub menu name......

Fig. 2-12



```
\\\ ═══════════════ MOUSE POP-UP MENU GENERATOR V2.00 ═══════════════ ///
   ──── EDIT ─   ─ FILE ─   ─ STRUCTURE ─   ─ PARAMETER ─
      Pe2 Main                         ACTION
  Mark Line                     K   <a.L>
  Cursor Menu                   M   GOTO SUB MENU Cursor



     EXIT POP UP MENU           K   null
  ═ File:
     HINT Move Mouse to move cursor, press RIGHT button to jump to command line
```

Fig. 2-13

## 2–7 Modify

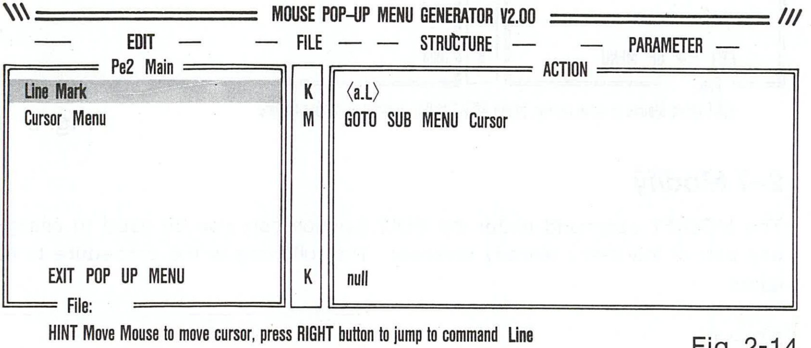
The MODIFY command under the EDIT function can also be used to change any part of the menu already entered. The following is the procedure to be taken.

STEP 1:
Move the Cursor Bar to the place to be corrected and press the right or left mouse button. Another Cursor Bar should appear in the Command Line on the EDIT command.

STEP 2:
Press the left mouse button again to select the EDIT command. A window should appear below the EDIT command and use the mouse to position the Cursor Bar on the MODIFY command and press the left mouse button. (See Fig. 2-10)

STEP 3:

The EDIT command window will disappear and a small cursor will appear in the Cursor Bar over the item that was selected to be changed. Change the information in the Cursor Bar by just typing over the old information. Use the arrow keys to assist in editing. When finished typing the new name press the right mouse button to save the change. (See Fig. 2-14)



```
\\\================ MOUSE POP-UP MENU GENERATOR V2.00 ================///
 ---      EDIT  ---     --- FILE --- --- STRUCTURE ---     --- PARAMETER ---
 ========== Pe2 Main ==========       ================ ACTION ================
 Line Mark                       K    <a.L>
 Cursor Menu                     M    GOTO SUB MENU Cursor



    EXIT POP UP MENU             K    null
 ===== File:          ==========
    HINT Move Mouse to move cursor, press RIGHT button to jump to command Line
```

Fig. 2-14

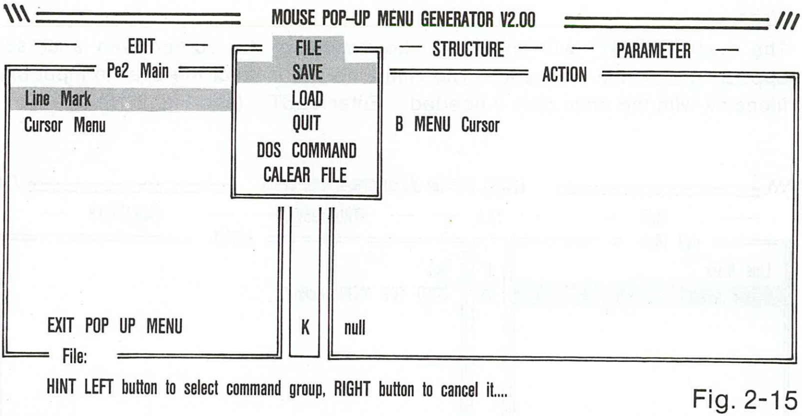
## 2–8 Save the new Menu

The following is the procedure necessary to save the newly created menu for editing again later, or for use with the user's software and IPOP. COM.

STEP 1:
Press right or left mouse button to move the Cursor Bar to the Command Line.

STEP 2:

Move the Cursor Bar to the FILE function. press the left mouse button to display the (Fig. 2-16) FILE window. (see Fig. 2-15)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
Pe2 Main
ACTION
SAVE
LOAD
QUIT
DOS COMMAND
CALEAR FILE
Line Mark
Cursor Menu
B MENU Cursor
EXIT POP UP MENU
K
null
File:

HINT LEFT button to select command group, RIGHT button to cancel it....

Fig. 2-15

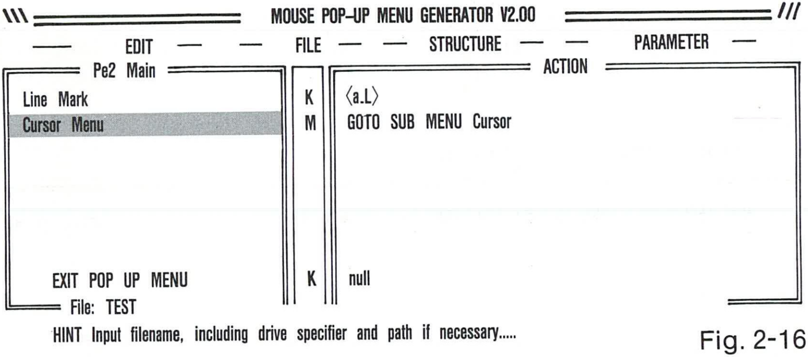
STEP 3:

Move the Cursor Bar to the DOS command and press the left mouse button. Check the directory to make sure the file name planned to be saved is not already being used. The Menu Generator will not inform the user when it saves one file over another. Type "EXIT" then press "ENTER" key, and you will return to MENU GENERATOR.

STEP 4:
Perform steps one and two again to display the FILE function window again.

Move the Cursor Bar to the SAVE command and press the left mouse button to execute the SAVE command.

STEP 5:
The message"File:" will appear at the bottom of the screen with a cursor appearing after the message. The Hint Line will instruct the user to input the filename with the drive path if needed. Enter TEST. (see Fig. 2-16)



```
\\\ ================ MOUSE POP-UP MENU GENERATOR V2.00 ================ ///
 ——   EDIT  ——   ——  FILE  ——   ——  STRUCTURE  ——   ——   PARAMETER  ——
 == Pe2 Main ==                            ==== ACTION ====
 Line Mark                        K   <a.L>
 Cursor Menu                      M   GOTO SUB MENU Cursor



   EXIT POP UP MENU               K   null
 == File: TEST
   HINT Input filename, including drive specifier and path if necessary.....
```

Fig. 2-16

STEP 6:
The Menu Generator will save the new Menu with the file extensions PEL and PEU. After saving the Menu Generator returns the user to the Menu Block for further work on the Menu.

## 2–9 Exit to DOS

When quitting the Menu Generator the current Menu will NOT be saved automatically. Make sure to save the Menu before leaving the Menu Generator. The following procedure is used when the user wishes to quit the Menu Generator and exit to DOS.

STEP 1

Press right or left mouse button to move the Cursor Bar to the command line.

STEP 2:

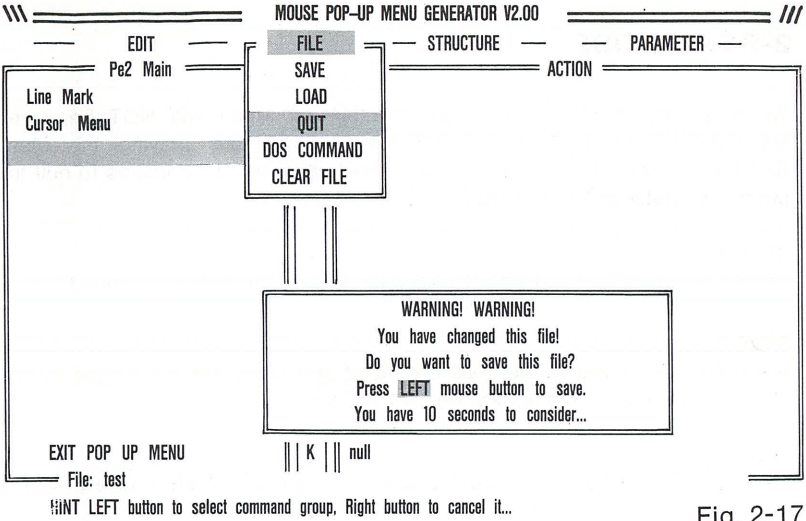
Move the Cursor Bar to the FILE command and press the left mouse button. The FILE window should appear below the FILE command.

STEP 3:

Move the Cursor Bar to the QUIT position and press the left mouse button to leave the Menu Generator.

if the file was changed but not saved, the screen will display the warning shown in Fig. 2-17.

The user will have approximately ten seconds to decide whether he wishes to save the file again. Press the left mouse button to save, or press any other key or wait ten seconds to quit without saving. Use the DIR command under DOS to check and see if the files were saved (TEST. PEL and TEST. PEU).


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
Pe2 Main
ACTION
SAVE
LOAD
QUIT
DOS COMMAND
CLEAR FILE
Line Mark
Cursor Menu
EXIT POP UP MENU
K
null
File: test

WARNING! WARNING!
You have changed this file!
Do you want to save this file?
Press LEFT mouse button to save.
You have 10 seconds to consider...

HINT LEFT button to select command group, Right button to cancel it...

Fig. 2-17

## 2–10 Test the Menu Using IPOP

The following procedure allows the user to test menus he created using IPOP. COM to run the pop up windows.

STEP 1:
With the Mouse System Disk in drive A: type A: IPOP (name of menu file) at the DOS prompt. For example, type A: IPOP TEST

STEP 2:
The message "file open & menu install" should be displayed below the previously entered command indicating that IPOP has been loaded and the menu is ready for use.

STEP 3:
press the left button of the mouse and a pop-up menu should appear on the screen with the commands entered by the user in his menu displayed. The user can now use the menu he created with his own software or custom software that does not support a mouse like WordStar, Lotus 123, etc.

# POP—UP MENU DRIVER

## 3-1 About Pop—Up Menu Driver

The IPOP. COM file is a special utility program that makes software that does not support the mouse interface mouse compatible. After writing the file with IGEN. EXE, the software can be used with Mouse and Pop-Up menus in the software.

IPOP. COM and the user's software are not saved in a same file, but they are executed simultaneously. Using IPOP enables the user to execute commands by pressing the Mouse button instead of keying in from the keyboard. It creates Pop-Up menus showing the appropriate commands and let the user execute a particular command by merely moving the mouse and clicking a button.

To execute IPOP. COM. the user should use the following format as a guideline:

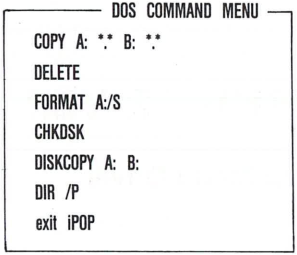
IPOP 〔filename /1 | /0〕

(1) IPOP : starts the Pop-Up Menu Driver using the default settings shown below.

Default Functions of the Info Mouse Buttons:

Left - ENTER

Middle - DOS Command Menu


DOS COMMAND MENU
COPY A: *.* B: *.*
DELETE
FORMAT A:/S
CHKDSK
DISKCOPY A: B:
DIR /P
exit iPOP

Right - Esc

(2) IPOP filename : Starts the Pop-Up Menu Driver with specific menu file written for a specific software package.

(3) IPOP/0 : Removes the pop-Up Menu Driver.

(4) IPOP/1 : Re-start the Pop-Up Menu Driver.

## 3–2 Example: Using with PE2

Make sure the IMOUSE. COM is loaded. Comply with the following procedures:

(1) Start the Pop-Up Menu Driver by typing IPOP PE2 under the DOS prompt. The user should see a massage "file open & menu install" shown. This indicates that the Pop-Up Menu Driver was loaded without any problems.

Press the left mouse button and a Pop-Up menu should be displayed. Move the Cursor Bar to "Exit Pop-Up Menu" and press the left button to exit. The system will return to DOS automatically after selection of this command.

(2) Execute PE 2.
(3) While using PE2, the user can now use the Mouse to execute commands.
(4) Exit PE2. then execute IPOP/0 to pause the Pop-Up Menu Driver.
(5) Execute IPOP/1 to restart the Pop-Up Menu Driver and use the last setup to define the menu file settings.

## 3-3 Something about IPOP. COM

Read the following notes before using IPOP. COM:

(1) Filename extension:

.PEL is the filename extension of the data files for IPOP. COM. The user does not need to type the extension name. The IPOP will add it for the user. If the user enters another extension name, it will still be replaced by .PEL if it is a data file.

(2) File Name:

Make sure the file to be used with IPOP exists,otherwise it will use the previous setup or the default setting.

(3) Exit from mouse supporting softwares:

When you have exit from some mouse supporting application softwares, the POP-UP MENU Driver may look like disappearing. This is not true! It is only hidden behind the mouse driver. So you can execute IPOP/1 to wake it up.

# MENU GENERATOR

## 4–1 Commands

Menu Generator's commands are separated into 4 groups:

(1) Edit Command Group:

This group's commands are used when editing the menu. They are:

| | |
|---|---|
| INSERT | Add a command item to the menu. |
| DELETE | Delete an item. |
| MODIFY | Modify the definition and the name of the item or the menu. |
| CREATE SUBMENU | Add a Submenu to the current menu. |
| REARRANGE | Rearrange the order of the present menu items. |
| DELETE MENU | Delete all the menu items of the current menu. |
| MENU ATTRI. | Set the attribute for the current menu. |

(2) File Command Group

This group's commands are used for the Diskette I/O operation. They are:

| | |
|---|---|
| SAVE | Save the present file. |
| LOAD | load the specific PEU file. |
| QUIT | Quit the Menu Generator. |
| DOS COMMAND | Execute any DOS commands. |
| CLEAR FILE | Clear current file data from memory. |

(3) Structure Command Group

This group's commands are used to display submenu's structure. They are:

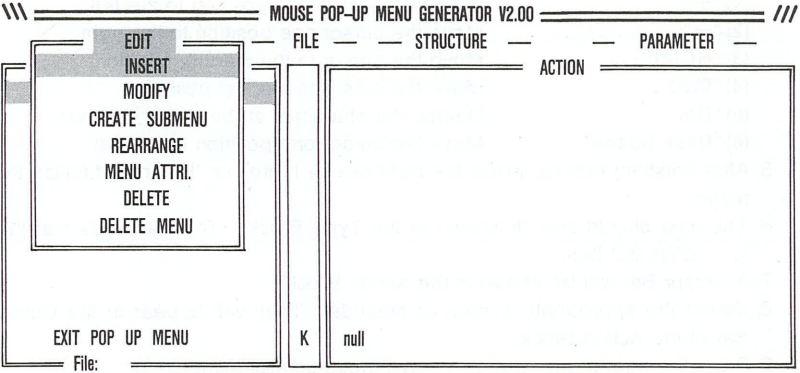
| | |
|---|---|
| ENTER | Show the specific submenu. |
| PRINT | Print out submenu structure. |

(4) Parameter Command Group

This group's commands are used to set the parameters of the menu file. They are:

| | |
|---|---|
| POSITION | Select the position where the pop-up window will be displayed. |
| RESOLUTION | Select the ratio of the mouse movement to the cursor movement. |
| CURSOR ATTRI | Select the Attribute for the Cursor Bar. |
| MOUSE BUTTONS | Define the functions of the mouse buttons. |

## 4–2 EDIT Command Group


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
INSERT
MODIFY
CREATE SUBMENU
REARRANGE
MENU ATTRI.
DELETE
DELETE MENU
ACTION
EXIT POP UP MENU
K
null
File:

HINT LEFT button to select command group, RIGHT button to cancel it...

Fig. 4-1

## 4–2–1 INSERT

Action : Add a command item to the menu. Up to 20 Bytes commands can be added to one command item.

Usage :

1. Position the Cursor Bar at the position in the Menu Block where you wish to add a command item. To enter the new command select EDIT then select INSERT.
2. The Cursor Bar should appear in the Name Block with a cursor at the beginning of the line. This cursor does not respond to movement of the mouse.
3. Enter in the name of the command into the name Block using ASCII codes 32 through 127.
4. Use the following keys to edit:
   (1) "←": Move the Cursor one position to the left.
   (2) "→": Move the cursor one position to the right.
   (3) "HOME": Move the cursor to the starting position.
   (4) "END": Move the cursor to the last position.
   (5) "Del": Delete the character at the cursor position.
   (6) "Back Space": Move the cursor one position to the left.
5. After finishing editing, press the right mouse button or "Enter" to finalize the name.
6. The user should see "K"shown in the Type Block. This indicates that this is a command item.
7. A Cursor Bar will be shown in the Action Block.
8. Select the appropriate control commands. They will appear in the Cursor Bar of the Action Block.
9. Press the right mouse button to save these control commands.
10. The cursor Bar in the Action Block should disappear and only the Cursor Bar in the Name Block will be shown.

Remarks:

1. Position of Added Command Item:
   a. If the Cursor Bar is placed at the desired position of the new command and this position already has a command, this item and all of the items underneath will move one item down to allow the new command to be entered.
   b. if you does not want any item to be moved, you should position the Cursor Bar at the bottom of the existing items and INSERT the new item here.
2. If you selects INSERT by accident and does not wish to INSERT a command, you may press "Enter" or the right mouse button to cancel the INSERT function before any command is edited.
3. If the user enters the name for the command in the Name Block, the menu Generator will not check to verify whether or not there is information in the Action Block. The user should be sure to enter the control codes for the command in the Action Block.
4. The Commands in a menu for a particular software package must be commands available for that program. Otherwise the results will be unpredictable.
5. The Length of the Command:
   if the command is inputted using standard ASCII characters, the command will be just one Byte in length. If the command uses the function keys of Extended ASCII, such as: Ctrl, Alt, the length of each character in Extended ASCII will be twice the length as a standard ASCII character. Refer to the DOS Reference Manual or run KEY. EXE on Mouse Floppy Diskette for details.
6. The window shown at the bottom of the screen when entering the control codes into the Action Block is merely an extension of the Action Block.
7. After entering the control codes, the Action Block can only be exited by pressing the right mouse button.

# 4–2–2 CREATE SUBMENU

Action: CREATE a Submenu to the menu currently being edited.
Usage:

1. Position the Cursor Bar at the position in the Menu Block where you wish to add a submenu. To enter a new submenu select EDIT then select CREATE SUBMENU.
2. The Cursor Bar should appear in the Name Block with a cursor at the beginning of the line. This cursor does not respond to movement of the mouse.
3. Enter in the name of the command into the Name Block using ASCII codes 32 through 127.
4. Use the following keys to edit:

| | |
|---|---|
| (1)"←": | Move the cursor one position to the left. |
| (2)"→": | Move the cursor one position to the right. |
| (3)"HOME": | Move the cursor to the starting position |
| (4)"END": | Move the cursor to the last position |
| (5)"Del" | Delete the character at the cursor position |
| (6)"Back Space": | Move the cursor one position to the left. |

5. After finishing editing, press the right mouse button or "Enter" to finalize the name.
6. The user should see "M" shown in the Type Block. This indicates that this is a submenu pointer.
7. A Cursor Bar will be shown in the Action Block with "GOTO SUB MENU" entered in the Cursor Bar with a cursor after the message. The user should enter the name of the Submenu now.
8. After finishing entering the name of the Submenu, press the right mouse button or "Enter"to finalize the name.
9. The new submenu has now been generated. The user may use the Structure command to edit the Submenu.

Remarks:

1. The position of the CREATE SUBMENU will respond the same as the position of the INSERT command.
2. It is also permissible to enter 20 blank spaces as the SUBMENU name.
3. Although having two different Submenus with the same names is permitted, this situation should be avoided to prevent confusion to the user and undesirable results.

## 4-2-3 MODIFY

Action: The MODIFY command can be used to change the name or control code of a command, to modify the menu title.

Usage:

1. Position the Cursor Bar at the position where you wish to Modify the menu. To enter MODIFY function select EDIT then select MODIFY.
2. The Cursor Bar should appear in the Menu Block over the text to be modified with a cursor at the beginning of the line. This cursor does not respond to movement of the mouse.
3. The text needed to be modified can now be changed to the format and title desired.
4. Use the following keys to edit:
   (1)"←": Move the cursor one position to the left.
   (2)"←": Move the cursor one position to the right.
   (3)"HOME": Move the cursor to the starting position
   (4)"END": Move the cursor to the last position
   (5)"Del" Delete the character at the cursor position
   (6)"Back Space": Move the cursor one position to the left.
5. After finishing editing, press the right mouse button to finlize the change.
6. When editing the control codes in an Action Block, all of the existing control codes will be erased and the correct sequence must be re-entered.

Remarks:

1. This MODIFY command can only be used to change the area where the Cursor Bar is located. Each Block in a line must be modified individually.
2. using the MODIFY command is the only way to modify the menu name.
3. When modifying the menu's name, the name appearing in any submenu will also be changed.

## 4–2–4 DELETE

Action: Deletes a particular item

Usage:

1. Position the Cursor Bar at the position to be deleted. To execute the DELETE function select EDIT then select DELETE.
2. If the item selected to be deleted is a Submenu the menu Generator first checks the Submenu to see if it has any entries. If it has none, the Submenu will be deleted. but if there are any entries in the Submenu the Menu Generator will not allow it to be deleted. All the entries in the Submenu must first be deleted and then the Submenu itself can be deleted.
3. If it is a command item the selected item will be deleted and the entries below will automatically be shifted up.

Remarks:

1. The user should think it over before deleting a part of the Menu. After a command or Submenu is deleted, it cannot be recovered. The whole entry must be re-entered.
2. The deleted item will be the item that the Cursor Bar is placed.

## 4-2-5 DELETE MENU

Action: Deletes all the items in the currently selected menu.

Usage:

1. Move to the Menu or Submenu which is to be deleted. Firs select EDIT and then select DELETE MENU.
2. The DELETE MENU command automatically delete all submenus that are empty and all of the command items.
3. The Submenus which have entries will not be deleted.

Remarks:

1. The user should think it over before deleting a particular Menu. After the RootMenu or a Submenu has been deleted, it cannot be recovered. The whole menu must be re-entered.

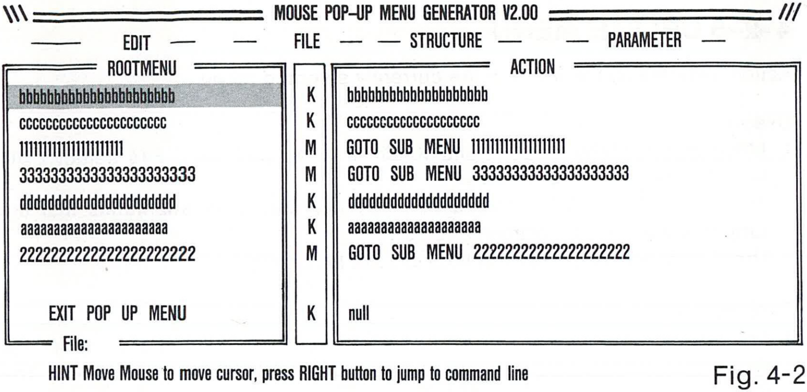
## 4-2-6 REARRANGE

Action: Rearranges the position of all the items in the Menu.

Usage:

1. Move to the Menu or Submenu which is to be rearranged. First select EDIT and then select REARRANGE.
2. The Cursor Bar should appear in the Name Block of the menu that was just selected. (see Fig 4-2)

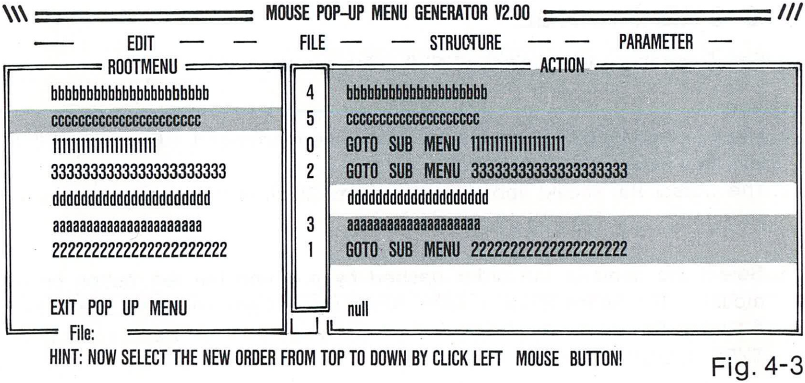
3. Select the items in the order desired by pressing the left button on the mouse. The Action Block of each item that has been selected should have a Cursor Bar inside it. And there will be a numeric number display in the TYPE BLOCK. (see Fig. 4-3)



```
\\\ ================ MOUSE POP-UP MENU GENERATOR V2.00 ================ ///
  ——    EDIT  —      —   FILE  —   — STRUCTURE —      — PARAMETER —
===== ROOTMENU =====          ============ ACTION ============
bbbbbbbbbbbbbbbbbbbbbb   K   bbbbbbbbbbbbbbbbbbbb
cccccccccccccccccccccc   K   cccccccccccccccccccc
11111111111111111111     M   GOTO SUB MENU 1111111111111111111
333333333333333333333    M   GOTO SUB MENU 33333333333333333333
dddddddddddddddddddddd   K   dddddddddddddddddddd
aaaaaaaaaaaaaaaaaaaaaa   K   aaaaaaaaaaaaaaaaaaaa
2222222222222222222222   M   GOTO SUB MENU 22222222222222222222

    EXIT POP UP MENU     K   null
=== File: ==========
HINT Move Mouse to move cursor, press RIGHT button to jump to command line
```

Fig. 4-2

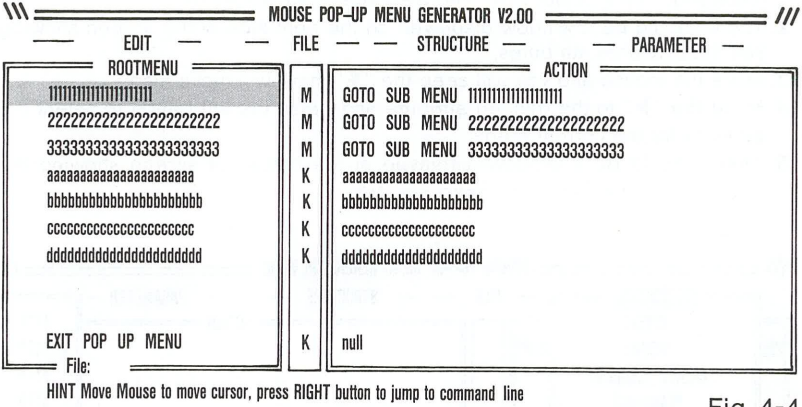


```
\\\ ================ MOUSE POP-UP MENU GENERATOR V2.00 ================ ///
  ——    EDIT  —      —   FILE  —   — STRUCTURE —      — PARAMETER —
===== ROOTMENU =====          ============ ACTION ============
    bbbbbbbbbbbbbbbbbbbbbb   4   bbbbbbbbbbbbbbbbbbbb
    cccccccccccccccccccccc   5   cccccccccccccccccccc
    11111111111111111111     0   GOTO SUB MENU 1111111111111111111
    333333333333333333333    2   GOTO SUB MENU 33333333333333333333
    dddddddddddddddddddddd       dddddddddddddddddddd
    aaaaaaaaaaaaaaaaaaaaaa   3   aaaaaaaaaaaaaaaaaaaa
    2222222222222222222222   1   GOTO SUB MENU 22222222222222222222

    EXIT POP UP MENU             null
=== File: ==========
HINT: NOW SELECT THE NEW ORDER FROM TOP TO DOWN BY CLICK LEFT  MOUSE  BUTTON!
```

Fig. 4-3

Continue selecting the items until all items have been selected. The menu Generator will automatically rearrange the items into the order in which they were selected. (see Fig. 4-4)



```
11111111111111111111     M   GOTO SUB MENU 11111111111111111111
22222222222222222222     M   GOTO SUB MENU 22222222222222222222
33333333333333333333     M   GOTO SUB MENU 33333333333333333333
aaaaaaaaaaaaaaaaaaaa     K   aaaaaaaaaaaaaaaaaaaa
bbbbbbbbbbbbbbbbbbbb     K   bbbbbbbbbbbbbbbbbbbb
cccccccccccccccccccc     K   cccccccccccccccccccc
dddddddddddddddddddd     K   dddddddddddddddddddd


EXIT POP UP MENU         K   null
```

HINT Move Mouse to move cursor, press RIGHT button to jump to command line

Fig. 4-4

Remarks:

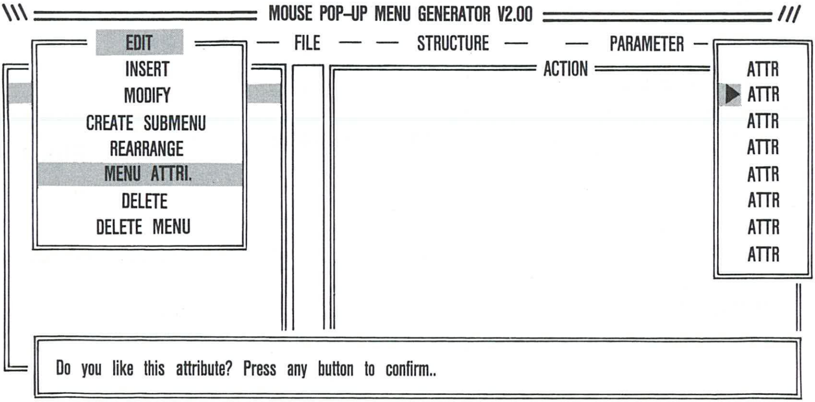
1. During the Rearrange function once the priority of a function has been selected it can not be changed.
2. If the order of the items was selected incorrectly, the Rearrange function must be completed and then started over once again to be changed.

## 4–2–7 MENU ATTRIbute

Action: Set or change the current Menu's display attribute.

Usage:

1. Move to the Menu or Submenu Which is to have the display attribute changed. First select EDIT and then select MENU ATTRI.
2. There should be a window displayed on the right side of the screen showing you the available attributes.
3. Move the mouse and you will seee the "▶" mark will move also.
4. Move the "▶" to the desired attribute and press the left button to select the attribute for the current Menu.
5. There should be a window displayed at the bottom of screen showing the attribute you have chosen. (see Fig. 4-5)


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
INSERT
MODIFY
CREATE SUBMENU
REARRANGE
MENU ATTRI.
DELETE
DELETE MENU
FILE
STRUCTURE
PARAMETER
ACTION
ATTR
ATTR
ATTR
ATTR
ATTR
ATTR
ATTR
ATTR

Do you like this attribute? Press any button to confirm..

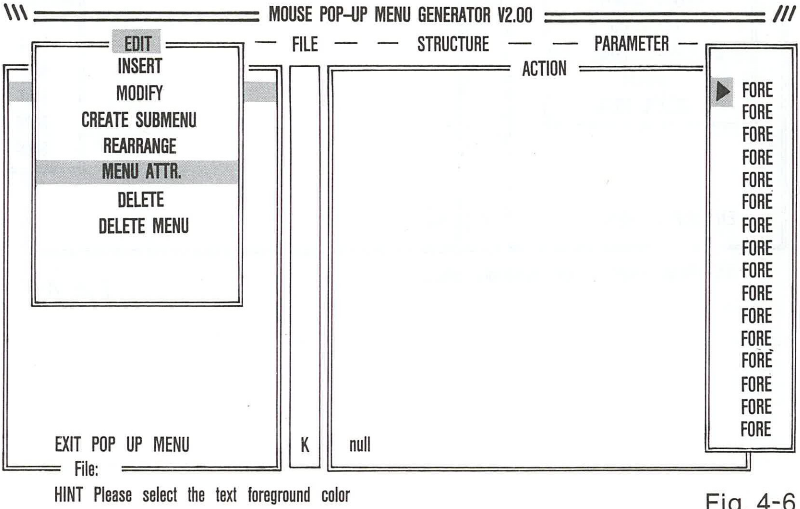
Fig. 4-5

Press any button on mouse to accept this attribute in two seconds. Or wait two seconds to select attribute again.

6. The user may press the right button to cancel the action before accept the attribute.

Remarks:

1. This command changes the attribute for the present menu only,
2. If the user is using a COLOR Monitor, the first chosen attribute is treated as the foreground (text) attribute. (see Fig. 4-6)

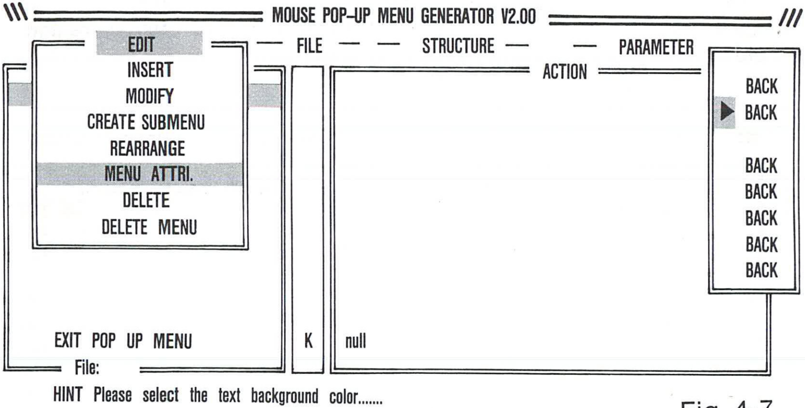

\\\ MOUSE POP-UP MENU GENERATOR V2.00 ///
EDIT
FILE
STRUCTURE
PARAMETER
INSERT
MODIFY
CREATE SUBMENU
REARRANGE
MENU ATTR.
DELETE
DELETE MENU
ACTION
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
FORE
EXIT POP UP MENU
K
null
File:

HINT Please select the text foreground color

Fig. 4-6

The second chosen attribute is accepted as the background attribute. (see Fig. 4-7)
And only the background attribute can be selected again.

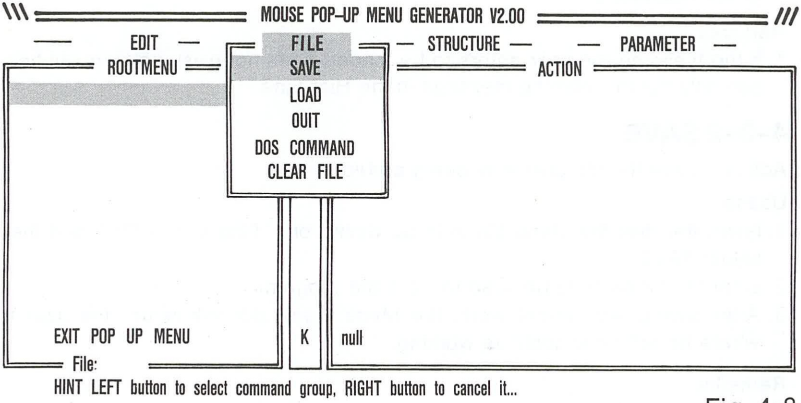
3. Try not to select the same color for the text as the color for the Cursor Bar.


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
INSERT
MODIFY
CREATE SUBMENU
REARRANGE
MENU ATTRI.
DELETE
DELETE MENU
ACTION
BACK
BACK
BACK
BACK
BACK
BACK
BACK
EXIT POP UP MENU
File:
K
null

HINT Please select the text background color.......

Fig. 4-7

## 4-3 FILE Command Group


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
ROOTMENU
ACTION
SAVE
LOAD
OUIT
DOS COMMAND
CLEAR FILE

EXIT POP UP MENU

K

null

File:

HINT LEFT button to select command group, RIGHT button to cancel it...

Fig. 4-8

## 4-3-1 LOAD

Action: Loads the specific .PEU file to allow modifications.

Usage:

1. Insert the disk with the file needed to be retrieved. First select FILE and then select LOAD.
2. If the file being edited at present has not yet been saved, the program will ask the user if he wishes to save or abandon the current file.
3. The prompt "File:" will appear at the bottom of the screen with the cursor following the prompt.
4. Enter the filename of the desired menu to be loaded.

5. The Menu Generator performs the Disk I/O operation and shows the new file's RootMenu on the screen with the Cursor Bar placed in the Name Block of the RootMenu.

Remarks:

1. If the filename the user enters to be loaded does not exist, nothing will happen only but the warning message in the Hint Line.

## 4-3-2 SAVE

Action: Save the file presently being edited.

Usage:

1. Insert the disk the Menu file is to be Saved on. First select FILE and then select SAVE.
2. Enter the filename to be used to store the program.
3. After saving the current work, the Menu Generator will return the user to where he left off to continue working.

Remarks:

1. The saved filename should not be the same as the other existing filenames. If this is the case, the old file will be overwritten.

## 4-3-3 QUIT

Action: Terminates the Menu Generator program and returns to DOS.

Usage:

1. Finish entering in the data for the Menu, save the current menu, and then first select FILE and then select QUIT with the mouse to exit.
2. if the file presently being edited has not yet been saved, the Menu Generator will ask the user whether he wishes to quit with saving or without saving the file.
3. The screen will be cleared and the system will return to DOS.

## 4-3-4 DOS COMMAND

Action: Temporarily return to DOS . So you can execute any DOS programs.

Usage:
1. First select FILE and then select DOS COMMAND using mouse.
2. The DOS prompt will be shown on screen.
3. After you have done all the things you want, type "EXIT" then press "ENTER" key, and you will return to MENU GENERATOR.

## 4-3-5 CLEAR FILE

Action: Clear currently data file from memory.

Usage:
1. First select FILE and then select CLEAR FILE using mouse.
2. The data in memory will be cleared.

Remark:
1. This command won't affect the file on disk.

## 4-4 STRUCTURE Command Group

Action : Allows the user to view the current Menus structure and to switch in between RootMenu and Submenus.

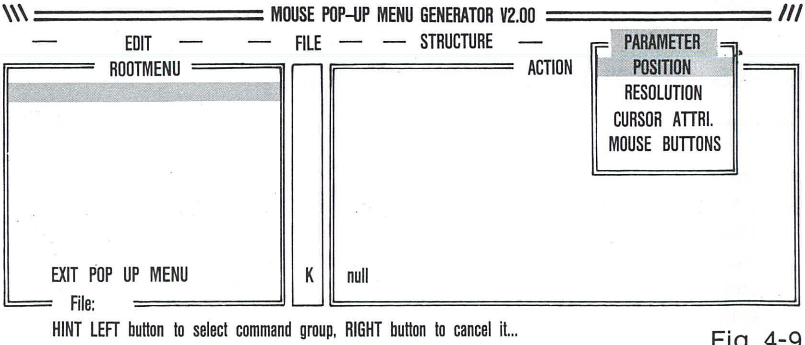
Usage:
1. Enter the Command Line and select the STRUCTURE Command.
2. The Menu Generator will not perform the STRUCTURE Command unless there is at least one Submenu in the Menu. The STRUCTURE window will display on the screen showing the location of the different Submenus in the structure built by the user.

3. A Cursor Bar will be shown at the present menu location. Move the mouse to the desired menu and press the left mouse button to enter that menu.
4. A window beneath the STRUCTURE Command should then be displayed. Select ENTER and the contents of the selected menu contents will be displayed.
5. Press the right mouse button to cancel.
6. The user may select the PRINT command to print out the present screen displaying the structure of the Submenus on the printer attached to LPT1.

Remarks:

1. Make sure the printer is connected to port LPT1and the printer is ready before attempting the PRINT function. Otherwise, the user's machine may fail.
2. If no printer is connected, or the printer is OFF, the user should see a warning message at the Hint Line.

## 4-5 PARAMETER Command Group


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
PARAMETER
ROOTMENU
ACTION
POSITION
RESOLUTION
CURSOR ATTRI.
MOUSE BUTTONS
EXIT POP UP MENU
K
null
File:

HINT LEFT button to select command group, RIGHT button to cancel it...

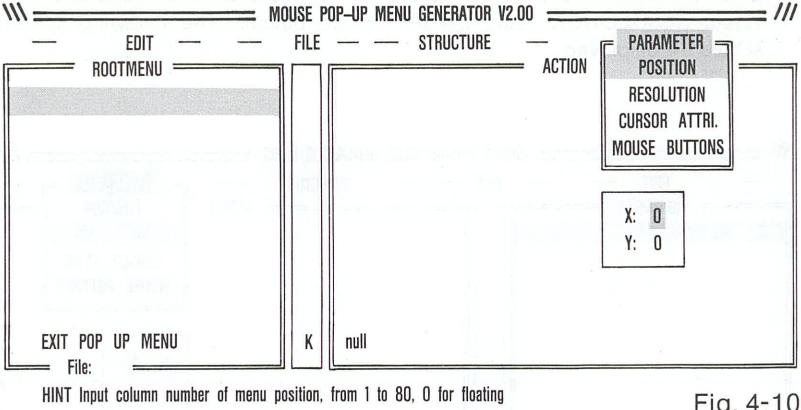
Fig. 4-9

## 4-5-1 POSITION

Action:Specifies the position the Pop-Up Menu is to be displayed when the menu is running under IPOP. COM.

Usage:

1. Enter the Command Line and select the PARAMETER Command and then select POSITION using the left mouse button. The following screen should be displayed:


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
ACTION
PARAMETER
POSITION
RESOLUTION
CURSOR ATTRI.
MOUSE BUTTONS
ROOTMENU
EXIT POP UP MENU
K
null
File:

X: 0
Y: 0

HINT Input column number of menu position, from 1 to 80, 0 for floating

Fig. 4-10

2. Enter the positions of the desired X and Y axis. If the new values of the axis are outside of the selectable range (X:0-80 and Y:0-25) the Menu Generator will disregard the new entrees and nothing is changed. The user must reinput the axis to change them.

Remarks:

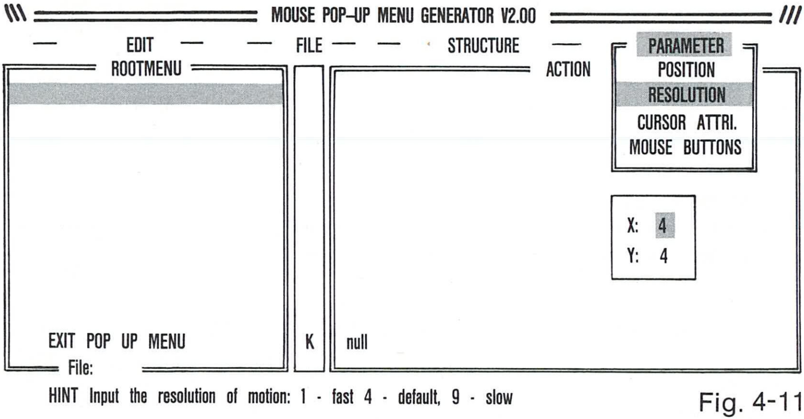
1. If any one position of 00 is entered, the position of the POP-UP MENU will be decided by cursor position.

## 4-5-2 RESOLUTION

Action: Specifies the ratio of the Mouse movement to the cursor movement.

Usage:

1. Enter the Command Line and select the PARAMETER Command and then select RESOLUTION using the left mouse button. The following screen should be displayed:


MOUSE POP-UP MENU GENERATOR V2.00
EDIT
FILE
STRUCTURE
ACTION
PARAMETER
POSITION
RESOLUTION
CURSOR ATTRI.
MOUSE BUTTONS
ROOTMENU
EXIT POP UP MENU
K
null
File:

X: 4
Y: 4

HINT Input the resolution of motion: 1 - fast 4 - default, 9 - slow

Fig. 4-11

2. Enter the ratio of the x axis movement in the range of 1 to 9 where 1 is fast and 9 is slow.

3. Enter the ratio they axis movement in the range of 1 to 9 where 1 is fast and 9 is slow.

Remarks:
1. Consider this setting carefully because the speed of the mouse makes a big difference to the performance of the system.
2. The fastest ratio is 1 (1:1), while the slowest is 9 (1:9). The default setting is 4.

## 4-5-3 CURSOR ATTRIbute

Action: Sets the attribute of the Cursor Bar.

Usage:
1. Enter the Command Line and select the PARAMETER Command and then select CURSOR ATTRI. using the left mouse button.
2. there should be a window displayed on the right side of the screen showing you the available attributes.
3. Move the mouse and you will see the "▶" mark will move also.
4. Move the "▶" to the desired attribute and press the left button to select the attribute for the Cursor Bar.
5. There should be a window displayed at the bottom of screen showing the attribute you have chosen. (see Fig. 4-5)
   Press any button on mouse to accept this attribute in two seconds. Or wait two seconds to select attribute again.
6. You may press the right button to cancel the action before the left button is pressed.

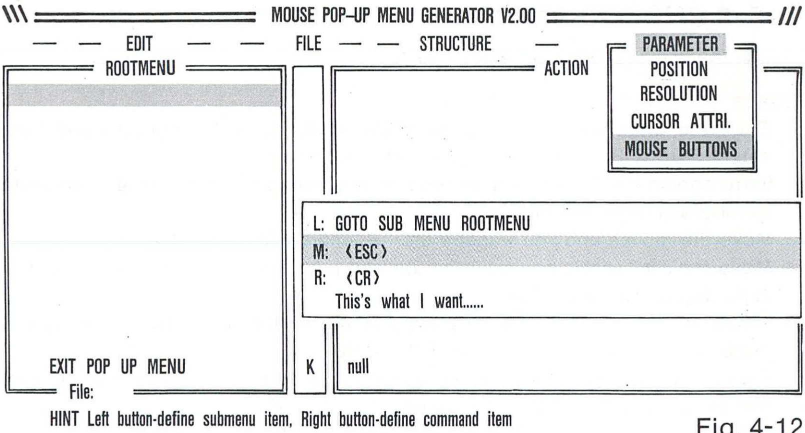
Remark: Refer to EDIT-MENU ATTRIbute if you use a Color Monitor.

## 4-5-4 MOUSE BUTTONS

Action:Defines the functions of the buttons on the mouse.

Usage:

1. Enter the command Line and select the PARAMETER Command and then select MOUSE BUTTONS using the left mouse button. The following screen should be displayed:



```
\\\ ==== MOUSE POP-UP MENU GENERATOR V2.00 ==== ///
  — — EDIT — — FILE — — STRUCTURE — ACTION   PARAMETER
 ROOTMENU                                      POSITION
                                               RESOLUTION
                                               CURSOR ATTRI.
                                               MOUSE BUTTONS
                L: GOTO SUB MENU ROOTMENU
                M: <ESC>
                R: <CR>
                   This's what I want......
   EXIT POP UP MENU          K     null
 File:
 HINT Left button-define submenu item, Right button-define command item
```

Fig. 4-12

2. Use the mouse to move the Cursor Bar over the button to be changed The left button is unchangeable.
3. Press the left button on the mouse to make the selected button a menu function. This will allow the button to be used to switch Submenus when used with the Pop-up windows. Use the procedures outlined in steps 4 to 7 of the EDIT-CREATE SUBMENU command described above to enter the name of the menu to be switched to.
4. Press the right button to make the selected button a command item. Use the procedures outlined in steps 4 to 7 of the EDIT-INSERT command described above to enter the control codes of the command to be executed. This give pressing the selected button the same effect as selecting the command associated with it.
5. More Cursor Bar to "This's what I want..." Press any button to end.

Remarks:

1. Execute this command only in the RootMenu.
2. Complete the Submenu contents before defining the button with that Submenu definition.
3. The default function of the buttons for the mouse are:
   Left Button: Go To the Rootmenu. (Unchangeable)
   Middle Button: Esc Key.
   Right Key: ENTER Key.

## 4-6 Special Tips

1. You can execute the INSERT or CREATE SUBMENU commands again by merely pressing the middle button of the mouse. However, for this to work it must be done before any other EDIT commands are executed and your mouse is installed as Mouse System Mode.
2. There are two types of file extensions that will be attached to the name of a menu.

   The extension, .PEU is used with files that are being edited by the IGEN.EXE file.

   The extension, .PEL is used with files that are used along with the IPOP.COM file.

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